

▶ to divide using polar form:

$$\frac{z_1}{z_2} = \frac{r_1 e^{i\theta_1}}{r_2 e^{i\theta_2}} = \frac{r_1}{r_2} e^{i(\theta_1 - \theta_2)} \quad (\text{divide modulus, subtract argument})$$

⊗ ex) $z = 1 - i\sqrt{3}$, find z^5 and $1/z^2$

$r = 2 \quad \theta = -\pi/3 \rightarrow$ polar form: $z = 2e^{i(-\pi/3)}$

▶ so, multiply the modulus and add argument to find z^5

$$= 2^5 e^{i5(-\pi/3)}$$

$$= 32 e^{-i5\pi/3} \rightarrow \theta = -\frac{5\pi}{3} + 2\pi = \pi/3$$

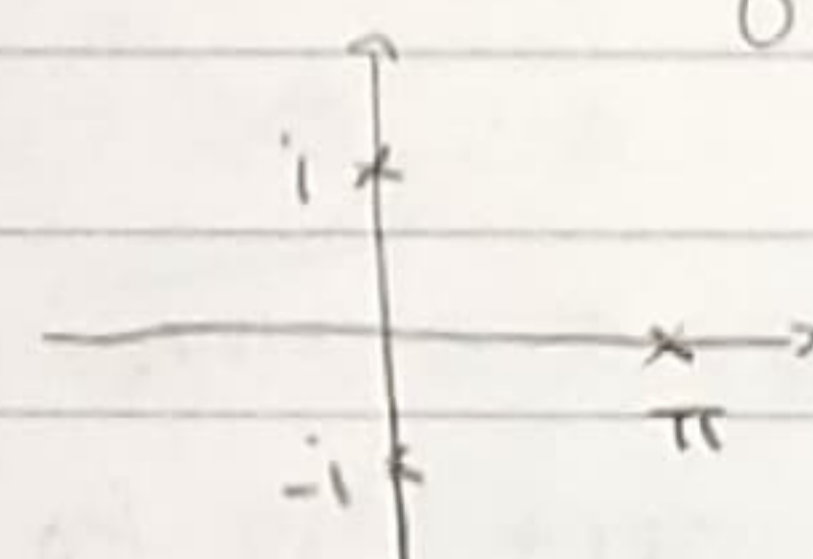
$$= \boxed{32e^{i\pi/3}}$$

▶ $\frac{1}{z^2} = \frac{1 \cdot e^{i0}}{2^2 e^{i2(-\pi/3)}} = \frac{1}{2^2} e^{i(0 - 2(-\pi/3))} = \boxed{\frac{1}{4} e^{i\frac{2\pi}{3}}}$

For i :

$i = r \cos(\theta) \rightarrow r = 1 \quad \theta = \pi/2 \quad i = 1 \text{cis}(\pi/2)$

$-i \rightarrow r = 1 \quad \theta = -\pi/2 \quad -i = 1 \text{cis}(-\pi/2)$



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$-8i = 8 \text{cis}(-\pi/2)$ remember r can't be negative
 $\pi = \pi \text{cis}(0)$

Vectors

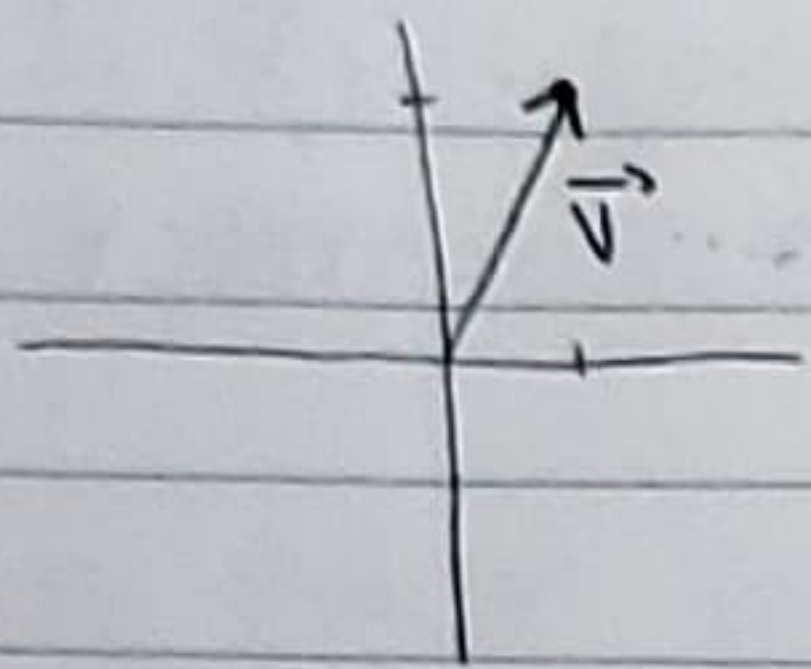
- similar to numbers (1, 2, 3, 4...)

• Vectors: group in pairs $\rightarrow (1, 2) \quad (5, -4) \quad (-1, \sqrt{2})$

2-component vectors

- a vector represents a point on the plane

ex $\vec{v} = (1, 2)$



(1,2) is the coordinate point, to draw \vec{v}
draw \rightarrow from origin to point

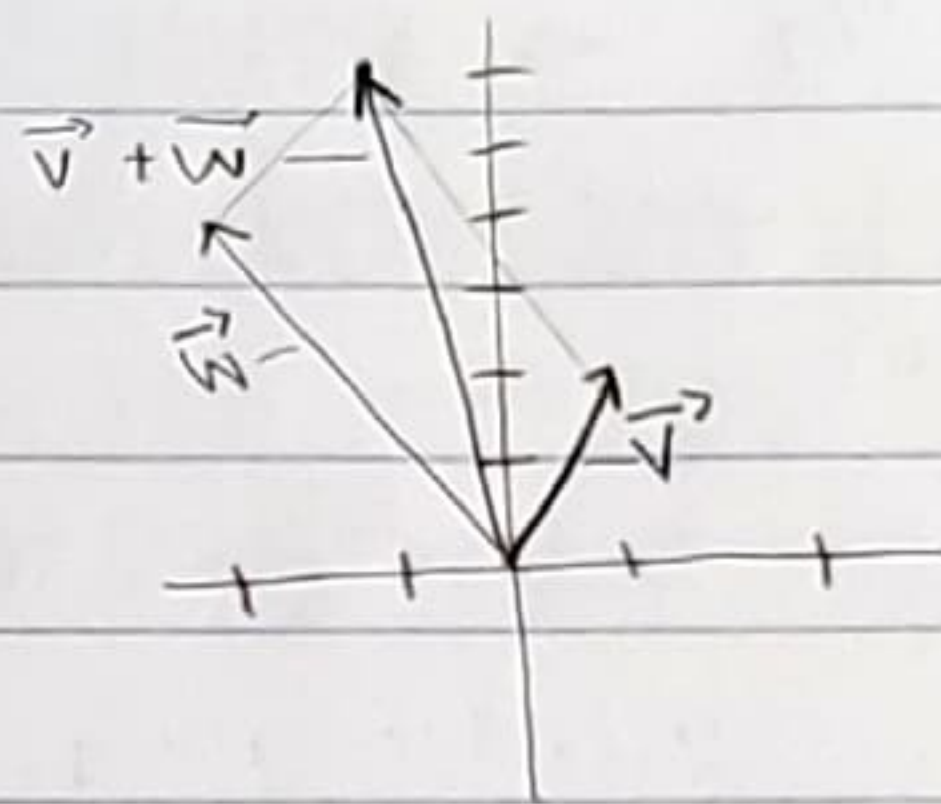
- vectors are used to describe quantity and direction

Operations of vectors

$$\vec{v} = (1, 2)$$

x-comp | y-comp

$$\vec{w} = (-2, 4)$$



makes a parallelogram

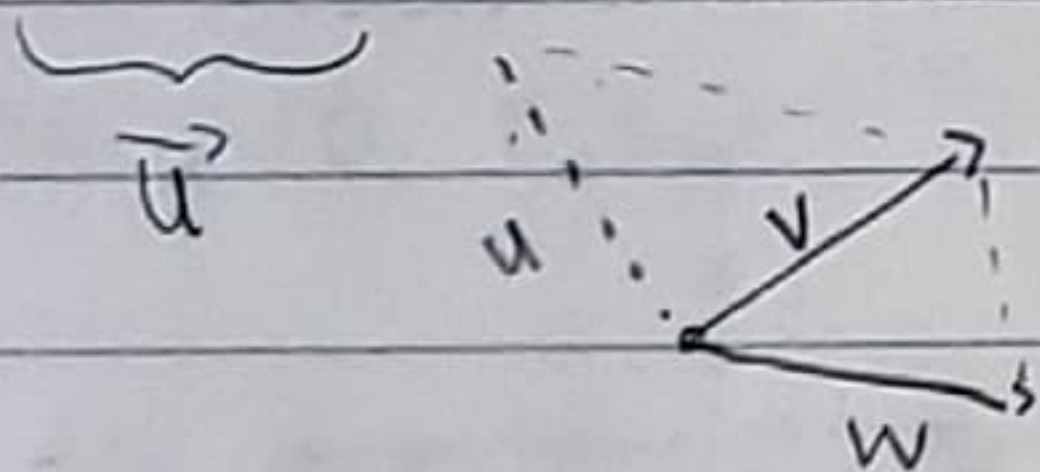
addition $\vec{v} + \vec{w} = (1 + -2, 2 + 4) \rightarrow (-1, 6)$

L \rightarrow just add the components

★ $\vec{v} + \vec{w}$ can be computed by adding components and replicated by the parallelogram rule ★

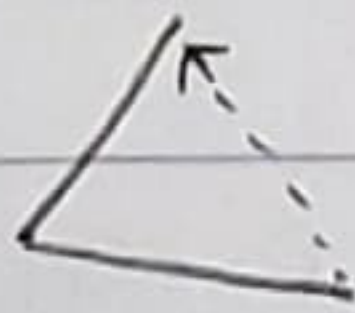
Subtraction $\vec{v} = (1, 2)$ $\vec{w} = (2, 3)$

$$\vec{v} - \vec{w} = (-1, -1)$$



parallelogram rule again since $u + w = v$

so connect tip to tip
then move to origin



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\vec{v} can be written as $\langle x, y \rangle$

- all vectors that have the same x, y coordinates are equivalent to each other.

Vector zero

$$\vec{0} = \langle 0, 0 \rangle$$

$$\vec{v} + \vec{0} = \vec{v}$$

$$\vec{0} - \vec{v} = -\vec{v} \text{ (reflected about the origin)}$$

